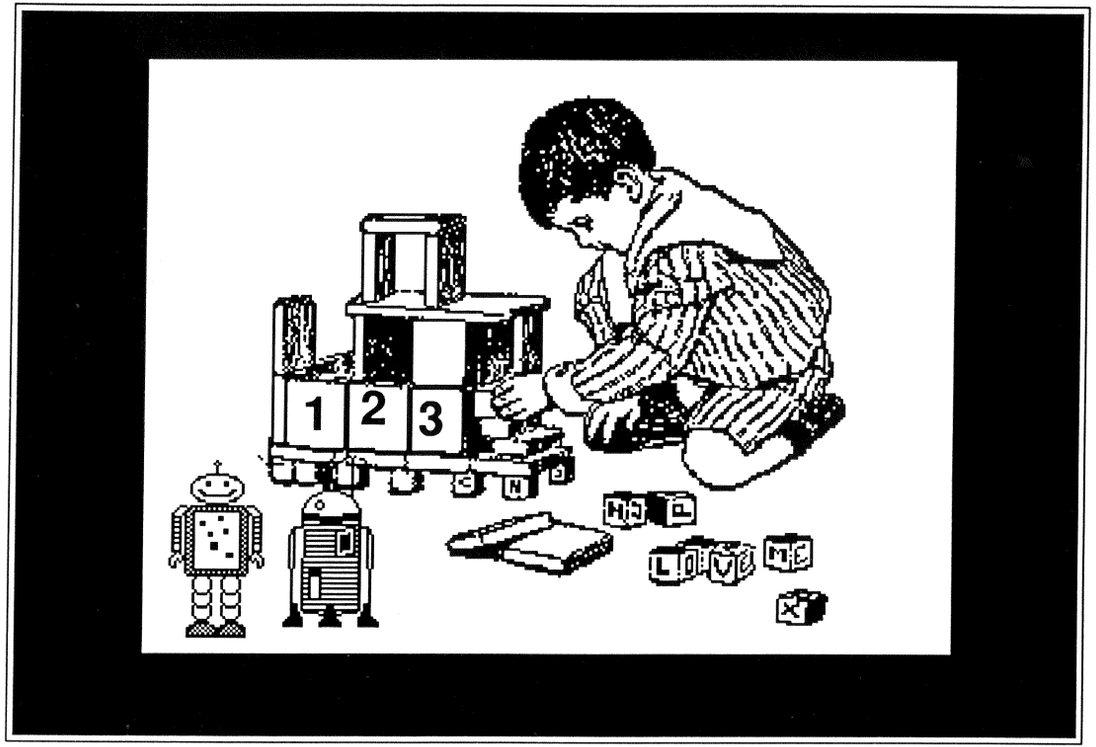
KINDERAMA™



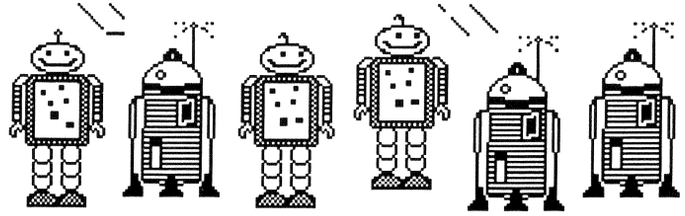
A Note to Parents and Teachers

Since **Kinderama** consists of five different games it succeeds in keeping the interest of the young learner. It also helps to familiarize the young child with the mouse-user interface and keyboard.

The Robot Story is a great tool for beginning readers. We suggest that parents sit their toddlers on their laps and read the story to them. Once children have played the game a few times along with an adult, they usually will remember the rhyme quite well. Since the words appear on the screen, adults can point to the words, help teach children beginning sounds, and encourage them to follow along. Children will begin to sight-read the words as well as develop an understanding of the concept of subtraction.

Letter Match and Count the Robots should be continuously used even after children have mastered their ABC's and numbers to develop keyboard familiarity. Encourage typing with both hands.

When using Robot Addition, always encourage children to start with the larger number and count higher. For example, in 4 + 2, ask the child which number is higher. Teach him to start at 4 and count 2 higher, 5 then 6. Always try to work with visual aids (robots) and manipulatives (blocks, pennies) when teaching beginning math. Adults can show children how to use the top row of the keyboard as a number line. Discourage counting on fingers as this may develop a dependency that will last throughout the early grades.



The Robot Construction module will help children learn about the use of the mouse. A small talking dictionary has been included to help familiarize them with a sampling of words that they can learn to sight read. This activity is a favorite with all youngsters.

A Note About the Use of Speech in Kinderama

Digitized speech requires a huge amount of storage capacity and memory. In this program we have opted to use speech to teach children the letters of the alphabet, numbers, and to introduce them to sight words. Speech is also used as a reward for correct answers and to point out any mistakes. Because there wasn't enough room to include a digitized narrative of the Robot Story, parents can use this activity as an opportunity to read aloud with their youngsters. This is an important step in early education and a great way to introduce kids to the computer - together! Once young children feel comfortable with the keyboard, all the other learning games in KINDERAMA can be done with minimal adult supervision.

Kinderama Operating Instructions

You may wish to set the options on the control panel prior to loading the program. Pressing the ESC, Open Apple, and Control keys simultaneously will access the desk accessories menu. Use the arrow key to select Contol Panel and press RETURN.

Control Panel Menu

SOUND - Selecting sound permits you to adjust the volume and pitch to your liking. FOR NO SOUND OR SPEECH AT ALL in KINDERAMA, move the volume star all the way to the left. If you don't want any sound at all, you will also get a chance to shut it off as soon as you load the program.

SLOTS - If your 3 1/2" floppy drive is not already assigned as your usual start-up device, then change the start-up slot to 5 on the menu.

RAM DISK - If any memory is currently allocated for RAM DISK, you must de-allocate it. Select RAM disk from the Control Panel menu. Set both minimum and maximum on RAM DISK sizes to 0k (zero k).

Loading Procedures

Each of the two **KINDERAMA** disks is self-booting. (Each disk will load independently of the other.) **KINDERAMA DISK 1** contains THE ROBOT STORY and ROBOT CONSTRUCTION. **KINDERAMA DISK 2** contains LETTER MATCH, COUNT THE ROBOTS, and ROBOT ADDITION. Insert the disk of your choice in the drive and turn on your computer. The program will ask if you want speech or not. Use the mouse to point and click on your option and then click on "OK" to proceed. Next, the title screen with musical accompaniment will appear. There will be a brief delay while the program loads in all the tools it needs.

Kinderama Disk 1

The Menu

Move the arrow icon to the option of your choice, either THE ROBOT STORY or ROBOT CONSTRUCTION. As the arrow is moved onto your selection, the activity name will highlight in purple. Click the mouse button to register your choice.

The Robot Story

This interactive nursery rhyme will introduce young children to the concept of subtraction. The child will be asked to enter his or her name. Press RETURN or use the mouse to point and click on "OK" after the name has been typed. You will notice that in the beginning of several of the activities the child will be asked to type in his name. We

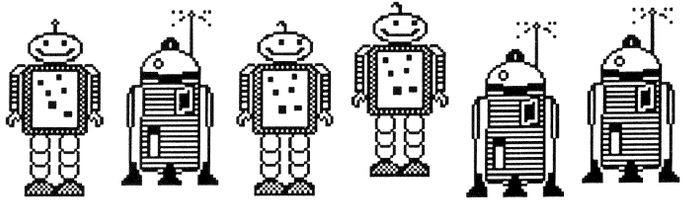
did this intentionally so that the child will get to practice spelling his/her name. If you click on the "ESC" box, you will be returned to the menu.

To begin, point and click on the blue "GO" button appearing on the screen's bottom center. An adult should read the rhyme to the child as he watches the animated robots. After each part of the rhyme the computer will ask the child, "How many?". Answers may either be typed by pressing the appropriate number key or registered by using the mouse to point and click on the correct number within the number line that is displayed on the screen. **Make sure that the mouse button is clicked with a long press.**

You will notice a left and right arrow in a green circle on the top right side of the screen. These arrow buttons are used to take you ahead one screen or back to the preceding screen. Clicking on the "STOP" button will return you to the menu. Clicking on the "HELP" button will result in the computer's displaying another screen in which the concept of "take away one" is further reinforced. Clicking on the "GO" button will return you to the story.

If a child is unsure of the answer, he or she should be encouraged to click on the "HELP" button. If an incorrect answer has been given, the computer will count the remaining robots for the child and ask the child to click on that number before he may continue.

Remember to familiarize your children and students with all the buttons so that they can become experienced with the use of the mouse. Once the Robot Story is finished a reward screen will appear. Click on the "GO" button to return to the menu.



Robot Construction

Building the Robot

There will be a lengthy delay when this activity is first accessed from the menu. This is because the Apple GS has to load in a lot of digitized speech. The main objectives of this activity are to encourage children to become skilled and coordinated in the use of the mouse's point and click technology and to teach them to sight-read a few simple words (so that they will realize that certain letter combinations make words.) **This is not a reading program. It is simply an entertaining activity for very young children that aims to stimulate their interest in computers and reading.**

Before the child can make the robot "TALK", he must first build a robot on the frame appearing on the screen's right. To do this click on one of the robot heads. As the child clicks on a particular head, a duplicate one will appear on the frame. Next, click on the "**ARMS, LEGS and BODIES**" buttons, each time pointing and clicking on the desired body part. Once the entire robot has been constructed, a "TALK" button will appear. Clicking on this "TALK" button will cause a 32-word grid to be displayed.

Making the Robot Talk

Pointing and clicking on the individual words in the grid will cause them to pop up in the red area on top of the screen. Clicking on the red left arrow button will erase the words one by one. Clicking on "CLEAR" will erase the entire word string. Clicking on "OK" will make the robot pronounce all words appearing in the red rectangle.

To return to the menu click on the "STOP" button.

Kinderama Disk 2

KINDERAMA DISK 2 contains the following activities: Letter Match, Count the Robots, and Robot Addition. Remember that this disk is self-booting. To load simply insert it in your drive and turn your computer on. Use the mouse to move the arrow to highlight the activity of your choice and click.

Letter Match

As in the other activities, have the child enter his or her name and click on "OK" or press RETURN. The Letter Match Selection Screen will appear. Please read all the directions below as you will find that this activity is extremely flexible in design and has a variety of options.

Choosing Upper Case Letters

Use the mouse to point and click on the "**UPPERCASE**" button to select uppercase letters. Note that when you do this the entire block of uppercase letters inverts and appears as red on yellow. This indicates that **all** uppercase letters have been selected.

You may decide that you want your young child to practice recognizing only three or four letters at a time. You can de-select all letters except the three that you wish the child to learn by pointing and clicking on all the other letters. For example, if you wish the computer to generate only uppercase letters B, D, and Q follow these steps. First click on the "UPPERCASE' button. Next, click on A,C,E,F,G,H,I,J,K,L,M,N,O,P,R,S,T,U, V,W,X,Y, and Z. Now only the uppercase B, D, and Q will appear as red on yellow and during the Letter Match activity only B's, D's and Q's will be generated.

Choosing Lower Case Letters

To select only lowercase letters click on the "**LOWERCASE**" button. Now all the lowercase letters will appear as inverted (red on yellow). To de-select certain letters, click on them. As you do this they will return to non-selected status and appear again as yellow on red. **Remember, those letters that have been selected will appear as red on yellow and those that are not selected will appear as yellow on red.**

Choosing Both Uppercase and Lowercase Letters

You may choose to select **both** upper and lowercase letters. Use the mouse to point and click on both the "**UPPERCASE**" and "**LOWERCASE**" buttons. You can now de-select any letters as described above. (Do this only if you wish to practice with certain specific letters.) **Please note that when matching <u>both</u> upper and lowercase letters and using the keyboard rather than the mouse for answering, children must learn to use the shift or caps lock key in combination with the letter keys to match an uppercase letter.**

Choosing Words

Children can practice typing and reading words by selecting "**WORDS2**" (two-letter words) or '**WORDS3**" (three-letter words). You can also click on the "**UPPERCASE**" or "**LOWERCASE**" buttons so that the words will be generated in the desired typestyle. A listing of the words that have been included in this database appears at the back of this manual. Unfortunately, because of storage limitations, we couldn't digitize these words. Small children can be introduced to these words at the computer together with

their parents. They should be encouraged to read the word that is underlined, and then type it. The educational benefits here are threefold: children will learn that groups of letters form words, they will learn to sight-read small words, and they will become familiar with the keyboard and the mouse.

Playing Letter Match

Once the options have been selected, click on the "OK" button to begin. (If you click on the "ESC" button you will be returned to the menu.) Next, click on the "GO" button to proceed. The computer will generate sets of ten letters or words that the child will have to match by either using the mouse or the keyboard.

Matching Letters

Clicking on the "**STOP**" button will return you to the menu. Clicking on the "**HELP**" button will cause the computer to **say** the name of the letter and to **highlight it** on the letter bars at the top of the screen. When children are first learning the alphabet, they should be encouraged to click on this button whenever they see a letter they don't know or are unsure of.

Children must either type the letter appearing inside the robot's box or use the mouse to point and click on the correct letter within the letter bar. As the child answers, the computer will pronounce the name of the letter that he selected and tell him whether he's correct or incorrect. After a set of ten letters, the program will display a screen detailing the letters that have been missed. To practice some more click on the "PRACTICE" button. Click on "QUIT" to continue.

If you choose to use the letter bars to answer, children must click on the lowercase bar for lowercase letters and on the uppercase bar for uppercase letters. If BOTH types of letters have been selected and the keyboard is being used to enter answers, children must use the **SHIFT** or **CAPS LOCK** keys to distinguish between upper and lowercase letters.

When playing letter match after having selected "**WORDS2**" or "**WORDS3**" children should be encouraged to try to read and pronounce the word before typing it. This activity will require help from a parent or teacher in order to be fully effective until that time when children feel comfortable with all the words in the data base. The list at the back of this manual has been provided as a learning tool. Children must type the word that has been underlined in red. As they type, the letters will not be pronounced by the computer. The speech was purposely taken out of this part of the program because we wanted the child to think of the word in its entirety, not as singular leters. However, if the child is having difficulty, he may click on the "**HELP**" button and the computer will say and highlight the names of the letters that comprise the word. The "**DEL**" button is used to erase letters and the "**OK**" button to register the answer with the mouse.

After quitting this activity, a reward screen will appear. Click on the "**GO**" button to return to the menu.

Count the Robots

After entering the name and pressing RETURN, click on the "**GO**" button to continue. In this activity, robots are randomly generated. The child must count them and answer by either typing the correct number key or using the mouse to point and click on the correct number within the number line. **If the mouse is being used to answer, the child may have to press the mouse button with a long stroke rather than a short click in order for the program to read the mouse button correctly.** (The technical reason for this is that there is a lot of animation going on at once and the program is peeking at the mouse button in between all the animation.)

Problems are presented in sets of 10. If the "**HELP**" button is clicked, the computer will count the robots for the child, as it will also do after 3 incorrect answers.

Robot Addition

Addition problems are presented in sets of 10. Answer by either typing the sum or using the mouse to point and click on the answer within the number line. **Remember to use a long press when clicking the mouse button because of the on-screen animation.** The child should be encouraged to count the robots on the screen to reach his answer. Finger-counting should be discouraged. Clicking on the "**HELP**" key will result in the computer's counting the robots for the child. After three incorrect answers the computer will give the child the correct answer and he will have to click on the sum to continue.

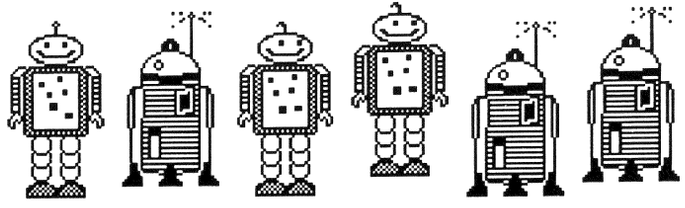
Two- Letter Words (WORDS2)

am	an	as	at	be	by	do	go	ha	he	hi	if	it
me	my	no	of	on	or	so	to	up	us	we		

Three-Letter Words (WORDS3)

fun	gun	one	saw	eel	oak	cod	nod
pod	rod	sir	run	dip	hip	lip	nip
rip	ham	jam	ram	yam	bit	fit	hit
bat	cat	fat	hat	mat	pat	rat	sat
set	wet	yet	bun	pot	rot	tot	bop
cop	hop	mop	sip	tip	zip	eat	bin

wit	are	bar	car	far	jar	tar	bow
cow	how	now	fad	sun	won	cot	
dot	got	hot	lot	van			



Back-up Certificate

I would like to purchase the back-up disks for Kinderama for the Apple IIGS for $15.00.

Please ship my disks to:

_____

_____

_____

_____

___ Enclosed is my check or money order.

___ Enclosed is my school purchase order.

___ Bill my VISA/MASTERCARD
Card #_____ Exp. Date_____

Signature _____

Program design by June Stark
Programming by William Demas

Kinderama computer program is a trademark of Unicorn Software Company. Copyright 1989. 2950 E. Flamingo Road Suite B, Las Vegas, NV 89121. (702) 737-8862.

Apple IIGS is a registered trademark of Apple Computer Corp.